

API: Create your own effect

Rhino. lider gives you the possibility to write your own cool effects and use them like any other effect. We will explain, what every effect needs, what functions to call and how to use the options properly.

Arguments

Every effect-function is called with three arguments: `$slider`, `params`, `callback`. Those arguments need to be in every effect in this particular order.

<code>\$slider</code>	This is the actual slideshow-element (like <code>#slideshow</code>) and is needed to get the different vars like <code>items</code> or <code>active</code>
<code>params</code>	Params contains the settings and <code>settings.direction</code> for shorthand use. With <code>params.settings</code> you can access every option from defaults or your call. The full list of options and arguments can be found here
<code>callback</code>	The callback function resets the styles of the active- and the next-element after the effect has finished.

Where do I put the effect?

Effects in rhinoslider are build as a jQuery extension. They can be found in `$.fn.rhinoslider.effects`. Just add your effect (e.g. `slide`) to the object and you're good to go:

```
$.fn.rhinoslider.effects = {  
    slide: function($slider, params, callback)  
    .
```

Preparations

Sometime you need to change some built-in settings in order to make your effect work. This is where the preparations come in. Like effects, preparations are build as an jQuery extension:

```
$.fn.rhinoslider.preparations = {  
    slide: function($slider, settings, vars){}  
}
```

Like effects, preparations have three arguments which need to be in every preparation-function: `$slider`, `settings`, `vars`.

For the slide-effect we need the slider and the items to have `overflow: hidden` (which could/should be done by css).

```
slide: function ($slider, settings, vars) {  
    vars.items.css('overflow', 'hidden');  
    $slider.css('overflow', 'hidden');  
}
```

The effect

At the beginning of the effect-function we need to get some variables from the slider:

```
var vars = $slider.data('slider:vars');
var settings = params.settings, direction = params.direction;
var values = [];
```

Of course you could save yourself the `settings = params.settings` and the `direction = params.direction` but lets leave that to personal style.

`vars` now contains all elements, just like buttons, items, prefix and some other stuff. A complete list can be found [here](#).

Options

Slide needs a few options: `direction`, `animateActive` and `easing` :

<code>direction</code>	In order to determine the animationparameters,we need to know in which direction the items will slide.
<code>animateActive</code>	This determines, if the active-element should be animated and slide out or if it should stay and leave the animation to the next-element.
<code>easing</code>	The standard values here are <code>linear</code> and <code>swing</code> but since jQuery easing can really enhance every effect, we like to encourage you to use it. jQuery easing can be found here .

Have a look at the direction:

```
switch (direction) {
  case 'toTop':
    values.top = -vars.container.height();
    values.left = 0;
    values.nextTop = -values.top;
    values.nextLeft = 0;
    break;
  case 'toBottom':
    values.top = vars.container.height();
    values.left = 0;
    values.nextTop = -values.top;
    values.nextLeft = 0;
    break;
  case 'toRight':
    values.top = 0;
    values.left = vars.container.width();
    values.nextTop = 0;
    values.nextLeft = -values.left;
    break;
  case 'toLeft':
    values.top = 0;
    values.left = -vars.container.width();
    values.nextTop = 0;
    values.nextLeft = -values.left;
    break;
}
```

As you can see, depending on the direction the parameters are set. Before the animation, we have to make sure that our next-

element won't be behind the active-element. This might not be important in this effect but just be sure to check on it.

```
//put the "next"-element on top of the others and show/hide it,  
//depending on the effect  
vars.next.css({  
    zIndex: 2,  
    opacity: 1  
});
```

Animation

Moving on to the animation. Since our active-element might not be animated due to user-settings we need to check first:

```
if (settings.animateActive) {  
    vars.active.css({  
        top: 0,  
        left: 0  
    }).animate({  
        top: values.top,  
        left: values.left,  
        opacity: 1  
    }, settings.effectTime, settings.easing);  
}
```

So we have the active-element checked of our list. Now to the next-element. This needs to be positioned outside the slideshow first:

```
vars.next.css({  
    top: values.nextTop,  
    left: values.nextLeft  
});
```

After every effect you need to reset all elements to their initial position and set the classes for active- and next-element so the next effect can run as expected. This is done by the callback-function. Start it after your next-element has been animated:

```
vars.next  
    .css({  
        top: values.nextTop,  
        left: values.nextLeft  
    }).animate({  
        top: 0,  
        left: 0,  
        opacity: 1  
    }, settings.effectTime, values.nextEasing, function () {  
        //reset element-positions  
        callback($slider, settings);  
    });
```

The final result

That's it. Your effect should now look like this:

```
slide: function ($slider, params, callback) {  
    var vars = $slider.data('slider:vars');  
    var settings = params.settings;
```

```

var direction = params.direction;
var values = [];

//check, in which direction the content will be moved
switch (direction) {
    case 'toTop':
        values.top = -vars.container.height();
        values.left = 0;
        values.nextTop = -values.top;
        values.nextLeft = 0;
        break;
    case 'toBottom':
        values.top = vars.container.height();
        values.left = 0;
        values.nextTop = -values.top;
        values.nextLeft = 0;
        break;
    case 'toRight':
        values.top = 0;
        values.left = vars.container.width();
        values.nextTop = 0;
        values.nextLeft = -values.left;
        break;
    case 'toLeft':
        values.top = 0;
        values.left = -vars.container.width();
        values.nextTop = 0;
        values.nextLeft = -values.left;
        break;
}

//put the "next"-element on top of the others and show/hide it,
//depending on the effect
vars.next.css({
    zIndex: 2,
    opacity: 1
});

//if animateActive is false, the active-element will not move
if (settings.animateActive) {
    vars.active.css({
        top: 0,
        left: 0
    }).animate({
        top: values.top,
        left: values.left,
        opacity: 1
    }, settings.effectTime, settings.easing);
}
vars.next
//position "next"-element depending on the direction
.css({
    top: values.nextTop,
    left: values.nextLeft
}).animate({
    top: 0,
    left: 0,
    opacity: 1
}, settings.effectTime, settings.easing, function () {
    //reset element-positions
    callback($slider, settings);
});
}

```

Our effect has some tiny changes to that but this should work nonetheless. If this would be the only effect in your version of the slideshow, the effect-extension should like this:

```
$.fn.rhinoslider.effects = {
  slide: function ($slider, params, callback) {
    var vars = $slider.data('slider:vars');
    var settings = params.settings;
    var direction = params.direction;
    var values = [];

    //if showtime is 0, content is sliding permanently
    //so linear is the way to go
    values.easing = settings.showTime === 0 ? 'linear' : settings.easing;
    values.nextEasing = settings.showTime === 0 ? 'linear' : settings.easing;
    $slider.css('overflow', 'hidden');

    //check, in which direction the content will be moved
    switch (direction) {
      case 'toTop':
        values.top = -vars.container.height();
        values.left = 0;
        values.nextTop = -values.top;
        values.nextLeft = 0;
        break;
      case 'toBottom':
        values.top = vars.container.height();
        values.left = 0;
        values.nextTop = -values.top;
        values.nextLeft = 0;
        break;
      case 'toRight':
        values.top = 0;
        values.left = vars.container.width();
        values.nextTop = 0;
        values.nextLeft = -values.left;
        break;
      case 'toLeft':
        values.top = 0;
        values.left = -vars.container.width();
        values.nextTop = 0;
        values.nextLeft = -values.left;
        break;
    }

    //put the "next"-element on top of the others and show/hide it,
    //depending on the effect
    vars.next.css({
      zIndex: 2,
      opacity: 1
    });

    //if animateActive is false, the active-element will not move
    if (settings.animateActive) {
      vars.active.css({
        top: 0,
        left: 0
      }).animate({
        top: values.top,
        left: values.left,
        opacity: 1
      }, settings.effectTime, values.easing);
    }
    vars.next
    //position "next"-element depending on the direction
  }
}
```

```
.css({
    top: values.nextTop,
    left: values.nextLeft
}).animate({
    top: 0,
    left: 0,
    opacity: 1
}, settings.effectTime, values.nextEasing, function () {
    //reset element-positions
    callback($slider, settings);
});
}
}
```

API: Variables

VARIABLE	TYPE	DESCRIPTION
<code>\$.lider</code>	jQuery-object	The element (like <code>.l</code>) the slider is called upon
<code>effects</code>	<code>\$.fn.rhinoslider.effects</code>	Contains all effects
<code>preparations</code>	<code>\$.fn.rhinoslider.preparations</code>	Contains all preparations
<code>settings</code>	object	Contains all defaults and/or user-defined options
<code>vars.active</code>	jQuery-object	Contains the current active item
<code>vars.bullets</code>	array (jQuery-object)	Contains the bullets
<code>vars.buttons</code>	array (jQuery-object)	Contains buttons: play, next, prev
<code>vars.container</code>	jQuery-object	The container wrapped around <code>\$slider</code>
<code>vars.intervalAutoPlay</code>	bool / interval	Is false, when autoplay is canceled, contains the interval if autoplay is used
<code>vars.isPlaying</code>	bool	Is set whenever autoplay is toggled
<code>vars.items</code>	array (jQuery-objects)	Contains the items
<code>vars.navigation</code>	jQuery-object	Container around the bullets
<code>vars.next</code>	jQuery-object	Is set by <code>next()</code> or <code>prev()</code> , contains the next item
<code>vars.original</code>	HTMLObject	Contains the original HTMLObject the slider was called upon
<code>vars.playedArray</code>	array (bool)	Contains bool values for each item
<code>vars.playedCounter</code>	int	Counts how many items have been displayed
<code>vars.prefix</code>	string	The prefix for all classnames